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1. Setup & Deployment

Skirminion is a skirmish board game for 2 players. To play you will need:

- A chess board or similar 8x8 grid which can accomodate the unit dice.
- 16 chess pieces to use as obstacles. All types of pieces are equivalent.
- 10 six sided dice(D6) half split in a colour per player to resolve attacks.
- 8 checkers pieces or acrylic disks or coins to use as activation markers.
- 8 variously sided dice, also half split in a colour per player, to represent the units on the board. The unit dice types are referred to as U<number of sides>. Supported types are U4, U5¹, U6, U7¹, U8, U9², U10 and U12.
- 1. For the **U5** and **U7** use the unbalanced versions of the dice for more clarity on the board. 2. For the **U9** use a **DTens**, ignore the second digit and its maximum allowed health is **9(0)**.

To begin, both players **contest**: they each roll one **D6**, and reroll them if tied, continuing until one of the players rolls higher and wins the **contest**.

The winner of the **contest** gets to arrange the 16 obstacles on the board. The arrangement should be symmetrical in the diagonal for fairness and the four central squares of the board **must** also be unoccupied and accessible. For convenience, the player can roll a **D6** or manually select one of the predefined board presets that you can find on the next page.

The winner of the **contest** then also begins the unit deployment first by placing one of their unit dice on any square that is unoccupied by other units or obstacles on the first two rows of their own side of the board.

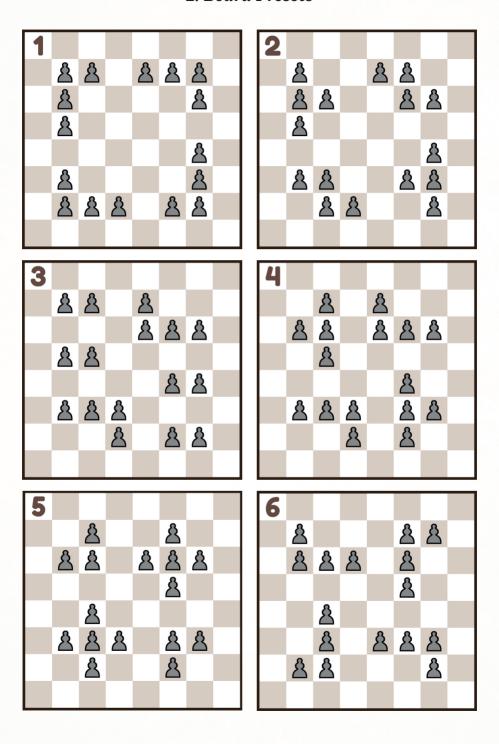
Then the other player places one of their own units on their side and then passes back to the first player to place another unit and the players keep alternating like that until both of them have deployed 4 units each.

The units can be of any of the supported dice types but units of type U8, U9, U10 and U12 are considered elite and both players must end up having deployed the same number of elite units on each of their sides.

The dice units act as meters of their own health and the players **must** always keep them rotated to the units current health value. Initially the units are set to the maximum allowed by their dice sides which they can never exceed if they regain health. **Traits** may then reduce initial health.

All units that are controlled by the same player are **friendly** to each other and their **enemy** units are those controlled by the other player.

2. Board Presets



3. Battle Structure

The battle is played out over a series of **rounds**. At the beginning of every **round** both players place activation markers underneath all of their remaining units(ie units still on the board). Then the players **contest** and the winner starts the **round** by activating any one of their remaining units that still has an activation marker. When that unit finishes its activation then its marker is removed for the current **round**.

Then the other player activates any one of their own remaining units with an activation marker and they keep alternating like that until none of the units on the board have activation markers. At this point the current **round** ends and the next **round** begins. **Four rounds must** be played fully.

Every time a unit activates it can perform one **move**, one **slip** and one, **melee** or **ranged**, **attack**. These three actions can be performed in any order, with caveats, and they are described in detail on their own pages. The player activating the unit doesn't have to perform all of the available actions and can always finish the activation and pass to the other player.

Attacks can reduce the health of the defending and even the attacking unit. If a units health reaches **zero or less** it is **destroyed** and removed from the board. If a units health is at **half or less** of the maximum allowed for its dice type(eg 3 or less for **U6**) then it is considered to be **hurt**.

Rest: If a unit activates and passes without performing any action while that unit is **hurt** and **not in contact** with **enemy** units, then when that units activation marker is removed, that units health is increased by one.

If a player has no remaining units with markers when it is their turn to play but the other player still has units with markers then the current player can perform a **free action** with any one of their remaining units. If that unit hasn't already **attacked** this **round** then it can do so now or it can perform a free **slip**. A unit can perform **at most** one **free action** per **round**.

Victory is determined by score. Players get one point for every **destroyed enemy** unit(inc **friendly fire**) and one more point If that **enemy** unit was an **elite**. At the end of every **round** after the **first**, a player that has at least one unit on the central four squares of the board gets one point and one more if only that player has units positioned on the boards center.

Right after the end of the **fourth round**, the player with the most points **wins** the battle and if the players are tied then the battle ends in a **draw**.

4. Move & Slip

The **move** action is used to reposition a unit performing it on the board.

A unit is considered to be **in contact** with another unit(or obstacle) if they are both positioned in adjacent squares in any of the eight directions.

A unit **can not** perform the **move** action if it has already performed a **ranged attack** during its current activation, it can only perform the **slip**.

A unit that was **in contact** with **enemy** units when it begun its **move** is considered to be **retreating** and it **must not** be **in contact** with any **enemy** units when it reaches its new position. After repositioning, the **retreating** unit automatically finishes activating and its player passes.

Units **can only** reposition to squares unoccupied by other units or obstacles and **never** beyond the limits of the board. A step means to reposition one square. Straight means along the current column or row.

- If a unit is neither hurt nor retreating then it can take either one diagonal or up to two straight steps which must both be over squares that are unoccupied by any other units or obstacles on the board.
- If a unit is hurt or it is retreating then it can take one diagonal or one straight step, ie it can reposition to an adjacent unoccupied square.



The **slip** is the other action that is used to reposition units on the board.

A unit **can** only perform the **slip** if it is **not** in **contact** with an **enemy** unit.

If a unit has performed both the **move** and a **ranged attack** in its current activation then it **can not** perform the **slip** during the same activation, but can still perform it later in the **round** if it is gets entitled to a **free action**.

The **slip** is performed by a unit to reposition to an adjacent square in any direction. That square must be unoccupied by other units or obstacles.

Alternatively, the **slip** can be performed by a unit to swap places on the board with another **friendly** unit it is **in contact** with. That **friendly** unit **must not** be **in contact** with any **enemy** units when the **slip** begins.

5. Melee Attack

A unit can perform a **melee attack** against an **enemy** unit if it is **in contact** with that **enemy** unit and both may lose health in the exchange.

The attacking and defending units are considered **opponents** and each of their players gets to roll **4D6** and one additional **D6** if their unit is an **elite** type or at least one additional **friendly** unit is **in contact** with its **opponent** unit. The maximum **D6** a player gets to roll are 5 in any case.

Both players roll for their units simultaneously and both **must** immediately discard their dice with results of **1** and **2**. If the attacking or defending unit was **hurt** when the **attack** begun then the player controlling that unit **must** also discard their dice which have a result of **3**.

Starting with the player that initiated the **melee attack**, unless the defending unit carries the **RIPOSTE** trait, the players alternate each time using one of their remaining dice to either **injure** the **opponent** unit or to **cancel** one of the **opponent** players remaining dice:

- Injuring reduces the **opponent** units health. If the unit using it is of type U7, U10 or U12 then the used dice reduces the health of **the opponent** unit by 2 or by 1 for all other unit types. Also, if the used dice has a result a 6 then it reduces one more from the **opponent** units health in addition to the above. The used dice is then immediately discarded.
- Cancelling one of the opponents remaining dice prevents them from using it later in the current exchange. Opponents dice with a result of 6 can only be cancelled by using a dice with a result of 6 while opponents non 6s can be cancelled by any dice result including 6. The dice getting cancelled and the dice used for cancelling are then both discarded.

If the attacking or defending unit is **destroyed** during the exchange, all the remaining dice of both players are discarded and the exchange ends at this point unless the **destroyed** unit carries the **BERSERK** trait.

If during the exchange one of the players runs out of dice then the other can choose to keep using all or some or none of their remaining dice.

If a unit is still **in contact** with at least one **enemy** unit after it has finished performing a **melee attack** then the player controlling the attacking unit **must** immediately finish its activation and pass control.

6. Ranged Attack

If a unit is of type U7 or U12 then it can not perform a ranged attack.

A unit **can not** perform a **ranged attack** if it is **in contact** with an **enemy** unit or if it has already performed both the **move** and the **slip** during its current activation, but a **free action** resets the **slip** to unperformed state.

A unit can perform a **ranged attack** against an **enemy** unit that is **visible** and that **enemy** unit becomes the **target** of the **attack**. Rules to determine **visibility** and whether the **target** unit is **in cover** are on the next page.

The player controlling the attacking unit is considered to be the **attacker** and gets to roll **4D6** and one additional **D6** if the **target** unit is **not in cover**. The player who controls the **target** unit always gets to roll **3D6**.

Friendly fire: The **attacker** must roll a **D6** for every **friendly** unit that is **in contact** with the **target enemy** unit. The first **friendly** unit to roll **1**, **2** or **3** becomes the **target** of the attack in place of the original **enemy** unit. That **friendly target** unit is **visible** if the original **enemy** unit was so and the same applies for **cover**, ie these are not determined again. If no **friendly** unit replaces it then the original **enemy** unit remains as the **target** of the **ranged attack**.

Both(or the same) players roll for their units simultaneously and **must** immediately discard their results of **1** and **2**. If the attacking unit is **hurt** then the player controlling it **must** also discard their dice results of **3**.

The player controlling the **target** unit can then use their remaining dice to **cancel** the **attackers** remaining dice. **Attackers** dice with a result of **6** can be **cancelled** by exchanging each with one own dice of **6** or a pair of **non 6s**. The **attackers** dice of **non 6s** can each be **cancelled** by one own dice of any result including dice results of **6**. The dice used for **cancelling** and those getting **cancelled** are then immediately discarded.

Finally, If the attacking unit is of type **U4**, **U8** or **U9** then each of the **attackers** remaining dice reduce the **target** units health by 2 or by 1 for all other types of attacking units. If the **target** unit was **not in cover** then used dice with a result of **6** additionally reduce one more health each.

Spread shot: If the attacking unit is of type **U5** or **U8** then after performing a ranged attack it can immediately perform one more ranged attack against an enemy unit that was in contact with the original enemy target unit. Visibility, cover and friendly fire must be determined again for the new enemy target. This second attack doesn't chain, ie it doesn't grant another ranged attack itself.

7. Target & Cover

A unit is **visible** to another unit if there is a **valid** path connecting the units. It is the responsibility of the **attacker** to prove such a path exists.

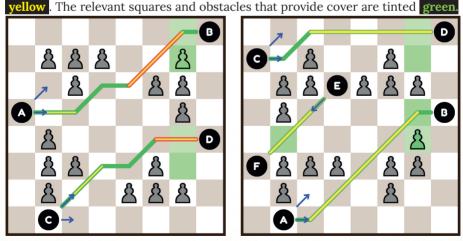
A **valid** path consists of a series of steps over squares unoccupied by obstacles, but they can go over other units. These steps **must** be taken **only** along the **shot directions** which are determined based on whether:

- Both units are on the same rank, file or diagonal. In this case there is just one **shot direction** for the **attack** which is the one facing towards the other unit along the horizontal, vertical, or diagonal they are both on.
- Both units are not on the same rank, file or diagonal. In this case there are two shot directions for the attack. One of them is the diagonal between the units and the other is either the horizontal or the vertical that separates the units the most, always facing towards the other unit.

The path is **not valid** if it contains subsequences of concecutive steps in the same direction that consist of more than one of the **shot directions**.

The defending unit is **in cover** if it is **in contact** with an obstacle in a **shot direction** from its own perspective. If there is just one **shot direction** for the **attack** then a **visible enemy** unit can **never** be **in cover**.

The **shot directions** are shown in **blue**, **valid** path segments in **green**, **not valid** segments in **red** and streaks of concecutive steps in the same direction as inner



LEFT: The paths (A>B C>D) are **not valid** because they contain concecutive steps in the same direction that use more than one of the **shot directions**.

RIGHT: The paths (A>B C>D E>F) are valid, B is in cover but D and F are not.

8. Optional Traits

When players deploy a type of unit for the first time they can then select a set of distinct **traits** to apply on all of their units of that same type.

Each **trait** reduces the initial health of a unit that carries it by one. Units **must not** begin the battle being **hurt** from the accumulation of **traits**.

The following **traits**, in **red**, have descriptions which specify when and how they apply. **This** unit refers to the unit that carries and uses the **trait**.

LUPUS: **This** unit ignores the effects of being **hurt** when attacking or defending during a **melee attack** ie **this** unit doesn't discard its rolls of **3**.

DURUS: At the beginning of every round, if **this** unit is at **less than half** of the maximum health allowed for its dice type(eg 2 or less for **U6**) then the player controlling **this** unit rolls a **D6**. If the result is more than the current health of **this** unit then **this** units health is increased by one.

FORTIS: **This** unit ignores the effects of **being hurt** when performing the **move** action, ie it can still do the double straight step even if it is **hurt**.

HEROIC: When every **round** begins, if **this** unit is positioned in the four central squares of the board then **this** units health is increased by one.

LAMIAN: If **this** unit **destroys** its **opponent** unit during a **melee attack**, either as the attacking or the defending unit, and is itself not **destroyed** in the exchange by **BERSERK**, then **this** units health is increased by one.

RIPOSTE: If **this** unit is the defending unit during a **melee attack** then it can begin using its dice first in the exchange to either **injure** or **cancel**.

VOLTE: **This** unit can use the **slip** action when it is in contact with an **enemy** unit but in this case it can only swap places with that **enemy** unit.

BERSERK: If **this** unit is **destroyed** during a **melee attack**, either as the attacking or the defending unit, it can use just one more of its remaining dice, if any left, to **injure** its **opponent** before all the dice are discarded.

OBSCURO: If **this** unit is the target of a **ranged attack** and it is **not in cover** but is **in contact** with 3 obstacles which are each **in contact** with the other two, ie inner corners, the attacking unit rolls **4D6** instead of 5.

ARMATIS: If **this** unit is defending against a **ranged attack**, all its dice rolls of **5** are converted to **6s** and apply as such for **cancelling** purposes.



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